

IT+ Project Summary Report

Course name: COMPSCI5074 MSc IT + Masters Team Project

Group 12 – Placeholder

Group Members:

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This is the final IT+ Project Report of Group 12, Placeholder. It consists of the project's final adapted sprint plan, the burndown chart, and the project's conclusion and reflection.

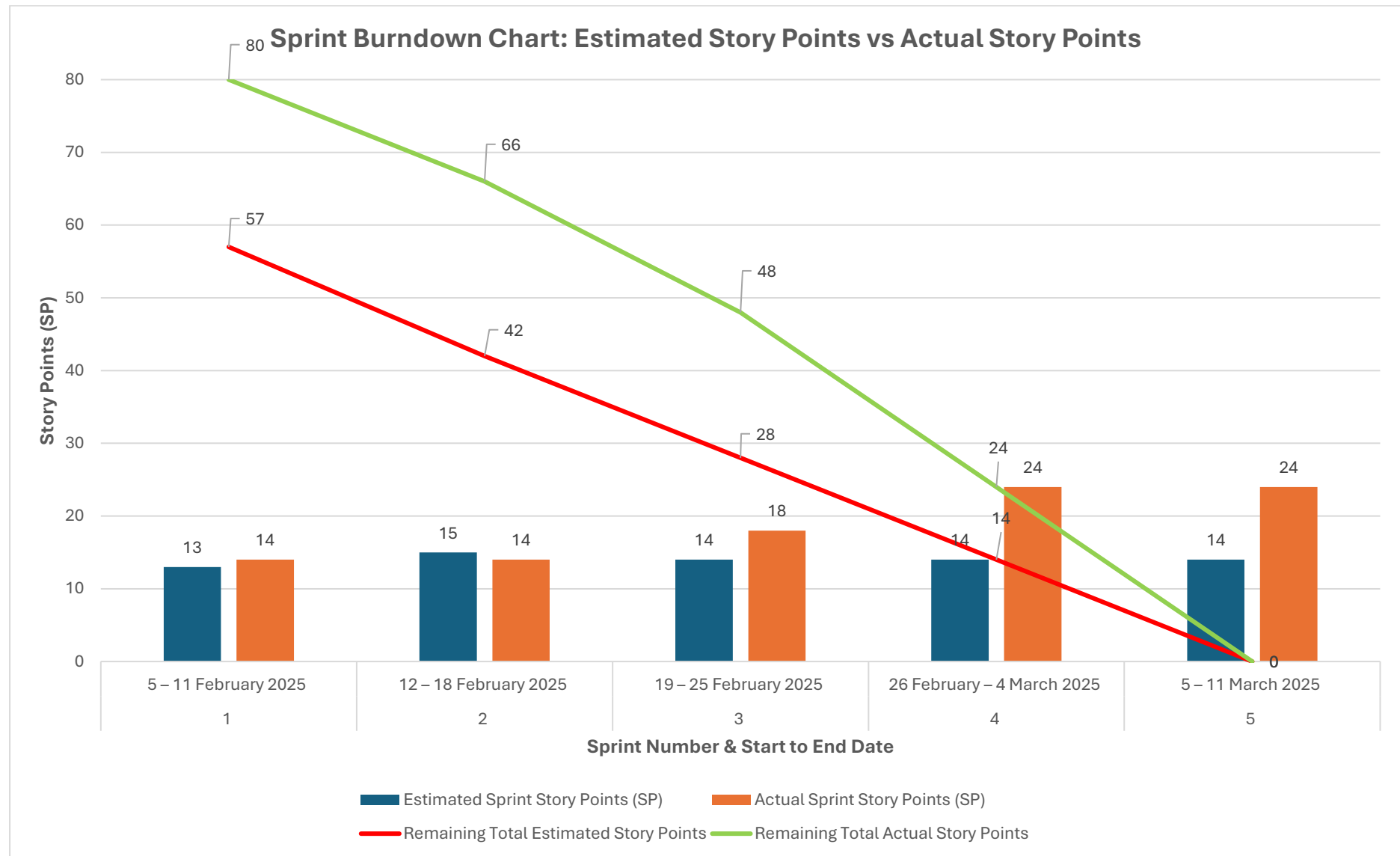
Initial Sprint Plan:

Sprint	Sprint Duration	User Stories	Story Point (SP)
1	5 – 11 February 2025	1, 2, 12, 15, 19, 21, 22, 32, 33	14
2	12 – 18 February 2025	3, 4, 24, 7, 10, 11, 17, 25, 31	14
3	19 – 25 February 2025	39, 40, 5, 9, 18, 23, 34, 35, 36, 37, 13	14
4	26 February – 4 March 2025	38, 42, 49, 50, 16, 20, 26, 27, 6, 41, 43, 48	14
5	5 – 11 March 2025	28, 29, 30, 8, 45, 46, 47, 44, 14, 51, 52, 53, 54	14

Adapted Sprint Plan:

Sprint	Sprint Duration	User Stories	Completed Story Points (SP)
1	5 – 11 February 2025	1, 2, 12, 15, 19, 21, 22, 32, 33	14
2	12 – 18 February 2025	3, 4, 24, 7, 10, 11, 17, 25, 31	14
3	19 – 25 February 2025	39, 40, 5, 9, 18, 23, 34, 35, 36, 37, 13	18
4	26 February – 4 March 2025	38, 42, 49, 50, 16, 20, 26, 27, 6, 41, 43, 48, 44, 14	24
5	5 – 11 March 2025	28, 29, 30, 8, 45, 46, 47, 51, 52, 53, 54	24

Burndown Chart



Project Conclusion

Pre-Development:

- When producing User Stories for the Class List and Story card reports we collaborated on how we thought functionalities should work. This was useful in ironing out any disagreements about what certain functionalities or User Stories should have been.
- For instance, illustrating how attack and move functionalities should be implemented using a whiteboard was helpful in visualising the targeted output and disseminating this knowledge among the group.

During Development:

- There were a few occasions where User Stories had to be revisited due to the knock-on effects of a subsequent User Story.
- Implementing “counterattack” is a User Story and so is the ability “Zeal” ability. “Zeal” can be triggered on an attack event. However, we later added the ability for it to occur on a counterattack event. Since these were implemented by different developers, we could have gone through each User Story and check if we think it is isolated or connected elsewhere. This could have helped prevent us from revisiting User Stories later or in disseminating knowledge.
- We had to revisit move and attack to counter edge cases and extended attacks without moving and attacking in separate clicks. In the latter half of the development, we created boolean values to track the unit movements and attacks. This could have been prevented by creating these attributes earlier.
- Another thing that could have been useful, could have been test classes. The test classes could have been used to test all the unit abilities and the spell effects automatically. However, in the later stages we commented out AI control to manually test the AI features. This worked in speeding testing up instead of hoping the AI would perform an action to trigger an ability.

Post-Development Reflection:

- Although we achieved more Story Points than originally planned, we believe the lessons from this will enable us to be more efficient, achieve a more aggressive target for Story Points and allow more time for testing.
- Additionally, planning and communication could have been improved to minimize reworks.
- We could have code review sessions to check the consistency while implementing User stories, so we could reduce the unintended interactions between various features.
- Also, could have come more prepared in our lab sessions to ask relevant questions to the TAs. For instance, “Irconcliffe Guardian” unit in the “Card Descriptions” contains only the “Provoke” ability, but corresponding card’s JSON file it references an “airdrop” ability with TAs able to clarify the former being correct.
- Finally, refining our sprint planning and making better use of retrospectives will help us iterate more effectively in future projects.